**Proposed Template for Undergraduate Project Report**

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| Preliminary: Title Page, Certification, Dedication, Acknowledgement, Table of content & Figure, Abstract |
| Chapter 1: Introduction   * 1. Background of Study   Here students are expected to introduce their work in such a way that even a person with no knowledge of the area can understand.   * 1. Problem Statement   Here students are expected to provide a clear description of the problem that the project is addressing.   * 1. Aim and Objectives   Here students are expected to state their aim which describes what you want to achieve; that is your overall intention in the project and objectives which are numbered steps they will follow to achieve their aim.   * 1. Significance of the Study   Here students are to explain why is it important to do it the project   * 1. Scope   2. Definition of terms |
| Chapter 2: Literature Review  2.1. Introduction  Here students are expected to briefly explain what the chapter will contain.  2.2. Related Works  For **Major Project**, Students are expected to review at least 10 papers related to their work. If your project is on development of software, your review should be on projects focused on development. Papers included in your review should be published not later than 8 years ago.  2.3. Summary  Here students should provide a summary of all the literatures reviewed |
| Chapter 3: Methodology  3.1. Introduction  Here students are expected to briefly explain what the chapter will contain.  3.2. Project Workflow  Here students are expected to provide a diagram showing the various stages their project will follow from beginning to end.  3.3. System Development Model  Here student are expected to choose an SDLC for their project and briefly explain why it is selected.  3.4. Analysis of Existing and Proposed System  3.4.1. Description of Existing System  Here student are to describe how the existing system works. If no existing system exist student should state it.  3.4.2.Requirement Elicitation  Here students are expected to explain how the requirements of their system is gathered. They shall also provide evidence of the elicitation (example a copy of questions used in eliciting the requirements) and attached it in appendix.  3.4.3. Requirements Definition  Here students are expected to state the functional and non-functional requirements of their system.  3.4.4. Requirement Analysis  Here students are expected to analyze their requirements using Use Case diagram and its description.  3.5 System Design  3.5.1.Description of Proposed System  Here students are expected to describe their system using activity and/or sequence and/or state diagram.  3.5.2. Architecture Design  Here students are expected to describe their system using class diagram and Package Diagram  3.5.3 Database Design  Here students are expected to describe their data using Entity Relationship (ER) diagram.  3.6. Summary  Here students are expected to provide a summary of all the things covered in the chapter. |
| Chapter 4: Implementation and Testing  4.1. Introduction  Here students are expected to briefly explain what the chapter will contain.  4.2. Implementation  4.2.1. Implementation Tools  Here students are state the choices made and why. The table below can be used and filled up where appropriate.  Table 4.1: Development Tools   |  |  | | --- | --- | | **Category** | **Software Used** | | **Operating system** | Windows 7, Windows 8 and Windows 10. | | **Integrated Development Environment(IDEs)** | Macromedia Dreamweaver8. | | **Programming Language** | PHP, JavaScript, HTML and CSS. | | **Database** | MySQL. | | **Web browser** | Google Chrome, Mozilla Firefox, etc. |   4.2.2. Algorithms of major functionality  Here students are to provide the algorithm used to create the major functionalities in their system.  4.2.2. Description of System Operation (using sample interfaces)  Here students are expected to provide screen captures of the developed system. Students should capture them in such a way that the person reading the project can understand the way the system works. It should capture the functionalities which algorithms were given in 4.2.2.  4.3.Testing  4.3.1. Testing strategy  Here students are expected to which approach they used in coming up with test cases for the system. Example equivalence class, boundary value analysis etc.  4.3.2. Unit testing  Here students are to provide unit test cases of their major functionalities. They should be align to the functional in 4.2.2  4.3.3. Integration testing  Here students are to provide Integration test cases of their major functionalities. They should align to unit test cases of 4.3.2.  4.3.4. System testing  Here students are to explain how the whole system was tested to make sure everything is working.  4.3.5. Usability Testing  Here students are to do a usability test of their developed system (Using a suitable questionnaire)  4.4. Summary  Here students are expected to provide a summary of all the things covered in the chapter. |
| .Chapter 5 : Summary, Conclusion and Recommendations  5.1. Summary  5.2. Conclusion  5.3. Limitation  5.4 Recommendation |
| Appendix : References, Elicitation evidence, System Testing Evidence, Codes of major functionality(align to 4.2.2), full listing of all test cases |